

Contact

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Admission Requirements

(In years as established by the college)

A high school diploma with the following specific courses:

- 4 English
- 2 Algebra I & II
- 1 Geometry
- 2 Lab Science (*including biology*)
- 2 History/Social Studies
- 2 Foreign Language (*same language or two years of American Sign Language-ASL*)
- Academic electives (*to equal at least 17 total credits*)

To ensure current mathematical skills, students should take a mathematics course during their senior year of high school.

Major Requirements

- 18 credits Year-One completion and portfolio acceptance
- 12 credits New Media core program (including 6 credits of capstone)
- 15 credits New Media sequence (9 at 200-level & 6 at 300-level)
- 9 credits New Media electives
- 9 credits Non-New Media (ENG 317 & 6 other electives)

120 Minimum total credit hours required for graduation

Academic Programs 2008-2009

Please refer to the web site (<http://factsheets.umaine.edu/>) for the most updated version of the fact sheets.

This fact sheet is intended for informational purposes only and is subject to change.

College of Liberal Arts & Sciences

Program Description

The Department of New Media offers an interdisciplinary course of study in the systems, technologies, history, theory, and design of information. The curriculum enables students to investigate the creative and applied processes essential to this area and become technologically capable, articulate thinkers, and creative media professionals.

All first-year majors and transfer students share a common experience; the Year-One process. Students take 6 required classes that engage them in a range of New Media concerns, including technical, theoretical and artistic studies. This is capped by a required portfolio review. In subsequent years, majors concentrate their studies in a minimum of two of the following five sequences: (1), Digital Reporting & Documentary Production; (2), Information & Interaction Design; (3), Digital Narrative & Hypertext; (4), Time Art and Design; (5), Distributed Creativity.

The Department of New Media emphasizes hands-on experiential learning. Portfolio development is a high priority. Each student begins his or her portfolio in their first year and adds to it until they graduate.

Career Opportunities

New Media graduates work as artists and professional writers, photographers (still and video), audio specialists, animators, programmers, designers, producers, managers for new media organizations and organizations that have new media departments. Their services are in demand throughout every aspect of our society including print, broadcast and online media; education; government; business; entertainment; and the fine arts.

General Education Requirements*

- ENG 101 College Composition
- 18 credits Human Values & Social Context area (*a single course may satisfy more than 1 sub-category, but a total of 18 credits must be completed*)
 - Western Cultural Tradition
 - Social Context & Institutions
 - Cultural Diversity & International Perspectives
 - Population & the Environment
 - Artistic & Creative Expression
- 2 courses Designated Writing Intensive (*1 must be within the major*)
- 2 courses Biological or Physical Sciences (*must include at least 1 laboratory course*)
- 1 course Ethics (*emphasis on discussion of ethical issues in 1 course or series of courses*)
- 6 credits Mathematics (*including statistics & some computer science, only 3 credits in computer science can count toward this requirement*)
- 1 capstone An approved experience in which the student integrates the components of his or her undergraduate training to perform at a professional level. The capstone experience is usually completed during the senior year in consultation with the student's academic advisor.

**All UMaine students must complete these general education requirements, which are counted in the total credit hours required for graduation and may be contained in the Major Requirements previously listed.*

Specialized Information

Many New Media majors and students from throughout campus find employment in the New Media and Internet Technology Laboratory (NM&ITL), an experimental learning environment that employs collaborative, multi-disciplinary problem solving in the application of new media to various communication and instructional endeavors.